

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

- 1                   1.       (Previously Amended) A method of sending an electronic message from  
2 within a game application to an intended recipient over a network, comprising:  
3                   receiving a user input selecting an image generated by the game application;  
4                   generating a message form from within the game application for receiving  
5                   message information;  
6                   combining the selected image and the message information into a composite  
7                   message; and  
8                   sending the composite message from within the game application to the intended  
9 recipient over the network.
- 1                   2.       (Original) The method of claim 1 wherein message information further  
2 comprises address information for the recipient.
- 1                   3.       (Original) The method of claim 1 wherein message information further  
2 comprises message text to be transmitted to the recipient.
- 1                   4.       (Original) The method of claim 1 further comprising:  
2 receiving an address specifying a recipient of the message; and  
3 attaching the address to the composite message; and wherein sending  
4 comprises sending the composite message to the specified address.
- 1                   5.       (Original) The method of claim 1 further comprising:  
2 receiving a generate message command; and  
3 responsive to receiving the generate message command, pausing execution

4 of the application.

1 6. (Original) The method of claim 5 further comprising:  
2 responsive to a message containing the image being transmitted, resuming  
3 execution of the application.

1 7. (Original) The method of claim 1 further comprising:  
2 sending a message containing recipient and sender data to a predetermined  
3 recipient to allow the predetermined recipient to identify potential  
4 users of the application.

1 8. (Previously Amended) The method of claim 7 further comprising:  
2 receiving the message;  
3 identifying an intended recipient of the message;  
4 determining whether the intended recipient is an owner of the game application;  
5 and  
6 responsive to the intended recipient not being an owner of the game application,  
7 sending advertising material regarding the game application to the  
8 intended recipient.

1 9. (Previously Amended) A method of capturing a gaming experience of a  
2 currently executing game application for transmission as a message to a remote recipient:  
3 capturing a user selected multimedia information generated as part of the  
4 gaming experience;  
5 receiving text to accompany the multimedia information;  
6 creating a composite message using the captured multimedia information  
7 and the received text; and  
8 sending the composite message from within the game application to a recipient  
9 at a remote location.

1 10. (Original) The method of claim 9 wherein capturing user selected  
2 multimedia information comprises

3 capturing an image currently being displayed by the application.

1 11. (Original) The method of claim 9 wherein capturing the user selected  
2 multimedia information comprises:  
3 retrieving an audio file linked to the application.

1 12. (Previously Amended) The method of claim 10 wherein capturing an  
2 image further comprises:  
3 removing extraneous information from the currently displayed image.

1 13. (Previously Amended) The method of claim 10 wherein capturing an  
2 image further comprises:  
3 scaling the currently displayed image to a smaller size.

1 14. (Original) The method of claim 9 wherein sending the composite message  
2 comprises:  
3 compressing the multimedia information.

1 15. (Original) The method of claim 14 wherein sending further comprises:  
2 converting the composite message into a format compatible with an  
3 electronic messaging protocol.

1 16. (Original) The method of claim 9 further comprising:  
2 pausing execution of the application responsive to receiving a selection of  
3 multimedia information.

1           17.   (Original) The method of claim 16 further comprising:  
2           resuming execution of the application responsive to sending the composite  
3           message.

1           18.   (Original) The method of claim 9 further comprising:  
2           displaying a notification to the sender that the sent message has been  
3           received.

1           19.   (Previously Amended) A computer readable medium for sending an  
2   electronic message from within a game application to an intended recipient over a network, the  
3   computer readable medium storing instructions for causing a processor to:  
4           receive a user input selecting an image displayed by the game application;  
5           generate a message form from within the game application for receiving  
6           message information;  
7           combine the selected image and the message information into a composite  
8           message; and  
9           send the composite message from within the game application to the intended  
10   recipient over the network.

1           20.   (Original) The computer readable medium of claim 19 storing instructions  
2   that further cause the processor to:  
3           pause execution of the application responsive to receiving a generate  
4           message command; and  
5           responsive to a message containing the image being transmitted, resume  
6           execution of the application.

1           21.   (Previously Amended) The computer readable medium of claim 18  
2   wherein the instructions to receive user input selecting an image further cause the processor to:  
3           remove extraneous information from the displayed image.  
4